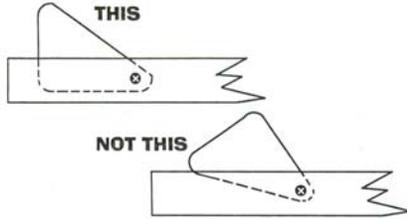
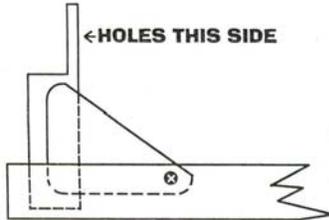


Parts included in your BOWL-A-MANIA are as follows: 10—wooden ten pins, 1-snap cap, 2-plastic triangles (1-left, 1-right), 1 plastic pin spotter, 1-ball catapult, 2-balls, 1-pad of score sheets, 1-instruction sheet, 1-chipboard strip with pressure sensitive adhesive.

Your BOWL-A-MANIA game comes to you with all parts packed in the “pin setting” area. Remove the bag of parts, the two triangle plastic parts and the Pin Spotter part (the one with the holes in it). Assemble each triangular plastic part to the side of the game by firmly inserting the long split member of the triangle into the game side. BE SURE the triangle, after insertion, looks like the drawing below when viewed from the side as there is a left and right side.



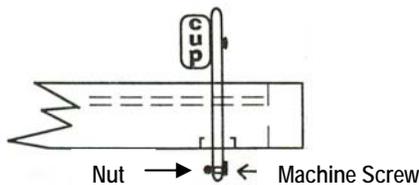
Attach the pin spotter to the triangles by inserting the short split member of the triangle into the provided holes in the Pin Spotter. BE SURE that the side of the Pin Spotter with the holes faces the “pin area” or front of the game as shown below with the rounded portion up and the Pin Spotter resting on the square face.



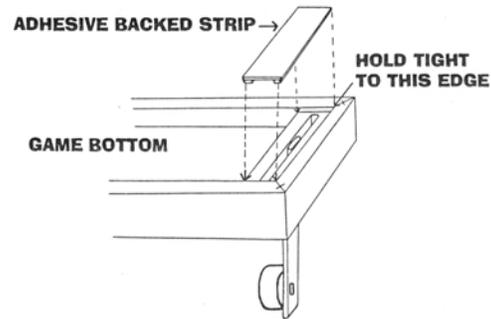
This is the back stop position. To place in the Pin Spotter position, grasp the rounded top near the center and rotate the bottom portion upwards and forward until it rests on the “pin bed” over the pin spotting spots. BE SURE it sits firm and flat on the pin bed.

To set the pins, put one pin in each hole then return the Pin Spotter to the “back stop position” by grasping the Pin Spotter on the rounded top (center), lifting straight up over the pins and then rotating to return to the original position. (When lifting straight up, care should be exercised to keep the Pin Spotter level until it clears the pins, then rotate downward to rest on the squared bottom.)

Before you set up the pins, install the unique, patented ball catapult which is the item with the plastic cup. Place the catapult through the bottom slot with the “cup” up and facing the pin spotting area. Take the “snap cap” and insert it into the provided hole in the catapult below the playing surface as shown.



Now, remove the paper backing from the provided chipboard strip. Turn the game over on a table and let the catapult hang over the edge of the table as shown. Firmly adhere the chipboard strip to the catapult rail making sure the chipboard makes contact with the front bottom edge of the game. This will cover the slot and will keep the catapult in the uppermost, proper position. This strip also acts as a retainer to keep the snap plug from loosening.



Turn the game back over and after setting the pins, place the ball in the cup. Place one hand on the side of the game to stabilize it and pull back on the top of the catapult. Aim at the pins and release. The game is scored just like regular bowling and a pad of score sheets is provided. Full scoring instructions are also provided below.

## SIMPLE INSTRUCTIONS FOR SCORING TEN PINS

A game consists of 10 frames. A maximum of two deliveries is made in each frame, except the tenth when three must be made if the player scores either a strike or a spare.

The double box system of scoring used in the accompanying illustrations complies with ABC Rule 6, requiring that both first and second ball counts be recorded when strikes or spares are not registered.

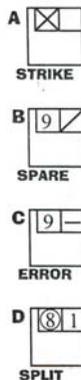
The number of pins knocked down with the first deliver in a frame is shown in the first box and the pin fall on the second delivery (if required) is shown in the remaining box. This system reduced scoring errors, facilitates auditing and correcting of scores. If a bowler knocks down all the pins with his first ball, it is a strike and marked on the score sheet with a cross (example A). The next ball delivered begins a new frame.

When a bowler makes a strike, he is credited with a count of 10 in that frame, plus the total pinfall on his next two deliveries.

If the bowler knocks down all the pins with two deliveries in a frame, he has a spare. It is marked on the score sheet with a diagonal line (example B).

When a bowler makes a spare, he is credited with a count of 10 in that frame plus total pinfall on his next delivery.

If a bowler fails to knock down all the pins with two deliveries, he is charged with an error and receives credit for only those pins knocked down. An error is marked with a horizontal line (example C). When pins left following a first deliver constitute a split, no error is charged if the bowler fails to knock down all remaining pins on his second deliver. A split is marked with a circle (example D).



## PRODUCT REGISTRATION

Visit [www.carrom.com](http://www.carrom.com) to register your product(s) to receive the latest updates, special offers and other product related information.

**/!\ WARNING! CHOKING HAZARD – Item contains a small ball. Not for children under 3 years of age.**